VROSH TATTERSOUL

CHAOS SPACE MARINE ASPIRING CHAMPION

65 POINTS

Amongst all the Crimson Slaughter, there was one who revelled in bloodshed more than any other – Vrosh Tattersoul, the Cleaver. While many within the Crimson Sabres Chapter attempted to resist the voices inside their heads, Vrosh welcomed that dark guidance. In battle, he became a butcher, using weapons in each hand to become a whirling cyclone of death. Vrosh's new patrons gifted him with alterations and he accepted them without question. Twin sets of horns sprouted from his helm and the smooth lines of his power armour were broken with spikes and shifting faces. It was on Bane's Landing that Vrosh earned his title 'the Cleaver' as well as the undying enmity of the Dark Angels Chapter. Inspired by the savage suggestions whispered in his mind, he roused his squad to carve a path of brutal violence, leaving corpses so mutilated that the Dark Angels' Apothecaries were unable to retrieve regalia or geneseed from the dead. Vrosh cared not, for he was now an Aspiring Champion to the Dark Gods, and he would do anything to gain more of their favours...

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Vrosh Tattersoul	4	4	4	4	2	4	2	9	3+	Infantry (Character)	1 (Unique)

WARGEAR:

- **Power armour**
- **Combi-melta**
- **Power axe**
- **Close combat weapon**
- **Frag grenades**
- **Krak grenades**

SPECIAL RULES:

- **The Cleaver**
- **Independent Character**
- **Rage**

The Cleaver: Vrosh Tattersoul must always issue or accept a challenge if possible. If there is more than one model in a combat with a rule with this effect, you may select which model issues or accepts the challenge. Whenever Vrosh Tattersoul kills an enemy character, he gains +1 Attack for the rest of the battle.

Rage: In a turn in which Vrosh Tattersoul charges into combat, he gains +2 Attacks for charging, rather than +1, unless he made a disordered charge.

Weapon	Range	S	AP	Type
Boltgun	24"	4	5	Rapid fire
Meltagun	12"	8	1	Assault 1, Melta
Power axe	-	+1	2	Melee, Unwieldy
Close combat weapon	-	User	-	Melee
Frag grenade	8"	3	-	Assault 1, Blast
Krak grenade	8"	6	4	Assault 1
	-	6	4	-

Dark Vengeance includes Vrosh Tattersoul, a bonus Citadel miniature that can be included in the Crimson Slaughter army for missions 5 and 6.